The Strategic Review

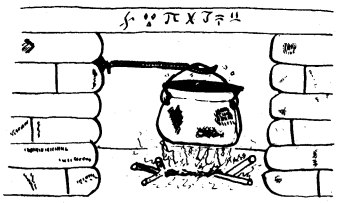
Vol. I No. 5 Dec. '75

In This Issue:

- Sturmgeshutz and Sorcery
- Battle of the Nile
- Tactics Additions

and more...

In The Cauldron



---Tim Kask---

This column was formerly known as TSR News, but "In the Cauldron" says it just as well. Each issue, I'll stir our creative cauldron and tell you here what floats to the top. Anybody care to lick the spoon?

BLACKMOOR is finally done and in the hands of the printers, tho' there is no way of knowing when they will be done with it. As I write this, the printer is already a week late on proofs of the booklet pages. Hopefully, by the time you read this, it will be available. We know that it's late, but you wouldn't believe me if I listed all the problems we had with it. Suffice it to say that I have been blooded, as an editor, by BLACKMOOR. It was my first project for TSR, and all that neat stuff you learn in college is seldom applicable in a situation like ours. Trust us, it will have been worth the wait.

The mailing lists for SR are in such bad shape that, rather than gyp someone out of an issue, we did not pull any sub that was due to expire with #5. The main reason for the shape is that the company that printed our mailing labels was grossly incompetent. We would send them lists of names, and they would inevitably foul something up. We are in the process of going to a new system that will enable us to keep computer cards on file, and thereby cut our work in half on maintaining the lists. Please bear with us, we are doing our utmost to straighten things out, Quite frankly, the subscription list for SR is growing faster than we can keep up with it, under the present system. The new system will show a number on the label that will show you when your sub runs out, thereby allowing us to automatically update the lists.

We are in the process of filing for 2nd Class mailing privileges. Now that we have been around for a year, we have achieved patina of respectability, and envision no problems in securing it. What this means to you is far better, and faster, delivery, and lower cost to us, which keeps sub prices down.

It is with regret that we find ourselves forced to raise the rates for subscriptions to Canada and overseas. The new rates are reflected in the prices listed in the Publisher's Statement. We found ourselves losing money on Canadian subs, and asking overseas subscribers to wait for the proverbial 'slow boat'. To put out a newsletter the size of this one, on the quality of paper we use, leaves very little margin for the cost of postage to outside of the U.S. If ever we are able to attract enough advertising, perhaps that will change.

We are in the midst of a move out of our beloved crypts, and in the process of opening the DUNGEON Hobby Shop, on the corner of Williams and Marshal Sts., here in LG. We aim to establish the finest shop in the Midwest devoted to war gaming. When our inventory is completed, you will be able to find more wargaming supplies in the DUNGEON than anywhere in the Midwest. We should be open for business around the 3rd week in Dec., so come and see us!

The catalog is finished, and we feel it is as professionally done as any you will find. The best thing about it is that you needn't keep buying them. It is so constructed as to allow you to put in all the new items as we print the pages; more than likely, we'll make a list of all who bought them, and send new pages to catalog owners as we print them. Is that a deal, or what??

A thousand thanks and a Bless from a 35th Level Patriarch to our good friend, Jim Hayes. Jim sent us a really nice oil painting the other day. We are going to hang it right inside the door of the new shop, making it into our greeting display. Come see it.

We are in desperate need of artwork suitable to print. This means it has to be in pen and ink, or a medium that will print well. Felt tips just don't have enough density to be photographed, and color is wasted with our monochrome printing. We also remunerate for art used. We would additionally like to invite all of the budding writers in our readership to write items for SR. If you go through all of your back issues, you'll find a number of names not connected with TSR. Quite frankly, anything you submit that gets printed saves one of us that much time and work that could be devoted to working on new games.

As much as we like it, it would be better NOT to send us money for something not yet out. We know that an awful lot of you that are reading this prepaid for BLACKMOOR, and have been forced to endure an interminable delay. We goofed in advertising it too soon. If you're in doubt, drop us a note and we'll usually answer it the same day.

Good news for EPT fans! Our crystal ball shows a board game to be played on the maps with counters ranging from strategic to tactical units. It also shows a set of Miniature Rules for EPT. The EPT figure line is almost decided. There are two companies fiercely bidding, and both have shown us beautiful samples. Also glimpsed in the globe was an Order of Battle for EPT, as well as a painting guide with great illustrations. Sit tight, we'll keep you posted.

Also a little in the future is an EPT-based game on the order of DUNGEON!. However, the similarity is merely superficial. It is a really promising game in its own right, played on a beautiful board.

FIGHT IN THE SKIES,hereafter known as FITS, is well underway. I'm a fan of RW, but am looking forward to being able to play FITS regularly. If it lives up to its rep, I'm sure to forsake RW.

Brian is hard at work doing some development and redesign of the system of LITTLE BIG HORN (done by Gary). If you ever thought you could have done better than Custer, here's your chance. More on LBH later.

Rob is engrossed in doing LANKHMAR. LANKHMAR is the product of Fritz Leiber's and Harry Fischer's fertile imaginations, a la Fafrhd and the Mouser. By the time Rob is done with it, it should be a dandy, and not very similar to anything we've done previously.

Terry is finishing up the ROBIN HOOD rules that were tested at GenCon. They should provide for some escapist fantasy unlike anything extant.

Gary should have finished CLASSIC WARFARE by the time you're reading this, and TSR will be putting it into print as soon as possible.

Please, don't order items until we tell you they are ready. We won't goof it again. As for anything previously mentioned, none of it is due for quite some time. Sometime before GenCon, we are also going to publish GODS, DEMI-GODS & HEROES (and who knows what else . . .).

And now, by popular demand, here is a little data on the odd assortment of strange folks that make up TSR.

E. Gary Gygax

I was born in Chicago 37 years ago — 27 July 1938 for those of you who are astrology freaks — and nothing has gone right since then (witness, for example, WWII, Korea, 'Nam, and I am expecting worse momentarily). Despite these outrageous slings and arrows, I have somehow managed to carry on with a stiff upper lip, even going so far as to marry a beautiful redhead and beget five offspring (Ernie the Barbarian being the most infamous). I occasionally attended various educational institutions, but the end came when my wife insisted that she did not wish to spend the next few decades visiting places like the Matto Grasso, and my anthropology career was nipped in the bud. . . sort of, anyway. So I went to work for a different insurance company (I was working for another while attending college) thus selling out creativity and independence (at least) for a buck — who needs material dross like food and a place to live anyway?! However it was already too late and I didn't even know it. I began playing chess at age six, and history has fascinated me since high school; furthermore, I'd purchased an AH game (GETTYSBURG) in '58 or '59 and avidly sought more. My eventual downfall was thus assured. I began to get involved in organized wargaming in the mid-1960's. Soon writing articles, designing rules and games, and otherwise fooling around occupied all of my free time, as well as good chunks of time supposedly being paid for by my employer (there was never enough for me to do running that little underwriting unit in any event). My wife threatened divorce often: "It is either going to be me or those games!" Fortunately for me, she never actually forced a decision . . . My association with Guidon Games cemented my downfall, for I learned much about the business of wargaming during that time. Then, without really realizing what we were getting into, we started TSR in October 1973. You know all the rest. Help a lost man. Go and buy his ALEXANDER THE GREAT from AH, and get all the TSR products you can afford. That will make me rich, and then maybe, just maybe, I'll actually be able to play wargames again.

Brian J. Blume

I was born in Chicago 26 Years ago — 12 January 1950, for those of you who are astrology freaks — and nothing has gone right since then (witness, for example Korea, 'Nam and the Seven Days War, and I am expecting worse momentarily). Despite these outrageous slings and arrows, I have somehow managed to carry on with a stiff upper lip, even going so far as to marry a beautiful brunette, but even that didn't work right, and I am no longer married. I attended various educational institutions, but the end came when money-lust struck me. I went to work as a tool and die maker's apprentice and finally made $20,000 in one year. I began playing chess at age seven, and history has fascinated me since junior high school; furthermore, I'd purchased an AH game (GETTYSBURG) in '59 and avidly sought

(Cont. on page 8)

Sturmgeshutz and Sorcery

OR

HOW EFFECTIVE IS A PANZERFAUST AGAINST A TROLL, HEINZ?

by Gary Gygax

D&D is a game of many facets, and occasionally we cook up a few little surprises for the boys planning to play a "straight" battle. In this case one team was carefully primed for an upcoming WWII miniatures game, while the other team was instructed regarding a fantasy battle to be fought on the table top. How could we mix moderns with swords & sorcery? The structure of D&D is such that it easily lends itself to such adaption, and brief rules will be given at. the end of the article. The orders of battle, situation analyses, and objectives given to the opponents were:

GERMAN SS PATROL

AC w/20 mm cannon
Hftk w/ 2 Lt. MG
Hftk w/ 1 Lt. MG
VW Kubelwagen
1 Hauptmann (SS equivalent), MP
3 Feldwebels (SS equivalent), SMG
3 drivers, MP
1 driver, SMG
3 crew, MP
20 men
40 hand grenades
14 Rifles
2 SMG
2 Assault Rifles
2 Pistols
3 Pzfsts.
160 mm. mtr. w/ 20 rounds HE
1 Flamethrower

SITUATION

There has been unusual resistance activity in this area, and in the last few days a squad of Security troops were wiped out in a battle with them. Only one old man, bearded, and with no weapons, was found at the scene of the battle. From his dress and general appearance it would seem that he was a Russian clergyman — probably there to incite the troops to greater bravery as the Communist commissars have failed in this respect.

OBJECTIVE

The hiding place of the guerrillas is probably in a remote and wild area which is accessible only by means of a very old and rough cart track. You must proceed to this area, surround their camp, and wipe them out to a man. The suspected camp site is undoubtedly well-camouflaged, for aerial recon has found only very occasional signs of movement there.

THE SERVANTS OF THE GATHERER

12th Level EHP with +2 Armor & Shield, Snake Staff
1 Hero, +1 A & Sh, + 3 Swd
1 Hero, +1 A & Sh, +1 Spear
1 Magician
2 Mummies
3 Ogres
3 Ghouls
4 Trolls
19 Orcs
4 with axes
6 with swords
6 with spears
3 with bows (51 regular & 9 magic arrows)
1 Insectoid pet of the EHP (equal to Giant Scorpion)

SITUATION

Your able lieutenants Grustiven the Warlock and the Lama Goocz have failed to return from an exploration of an area of unusual nature — just west of your castle a thick fog sprang up and has been obscuring vision since then. Dispell Magic failed to affect the area, and your henchmen were ordered to investigate, for it is possible that some Lawful enemy is at work, using the mist to screen gathering troops. Unfortunately, your strongest fighters and 200 orcs are elsewhere warring with a Neutral Lord who insulted you, so you will have to make do with the forces on hand. An orc detailed to patrol the edge of the fog area has just reported that unusual sounds have been issuing from the area — he described them as: "low growls, the clanking of chains, and a deep humming," but who can trust a stupid orc?

OBJECTIVE

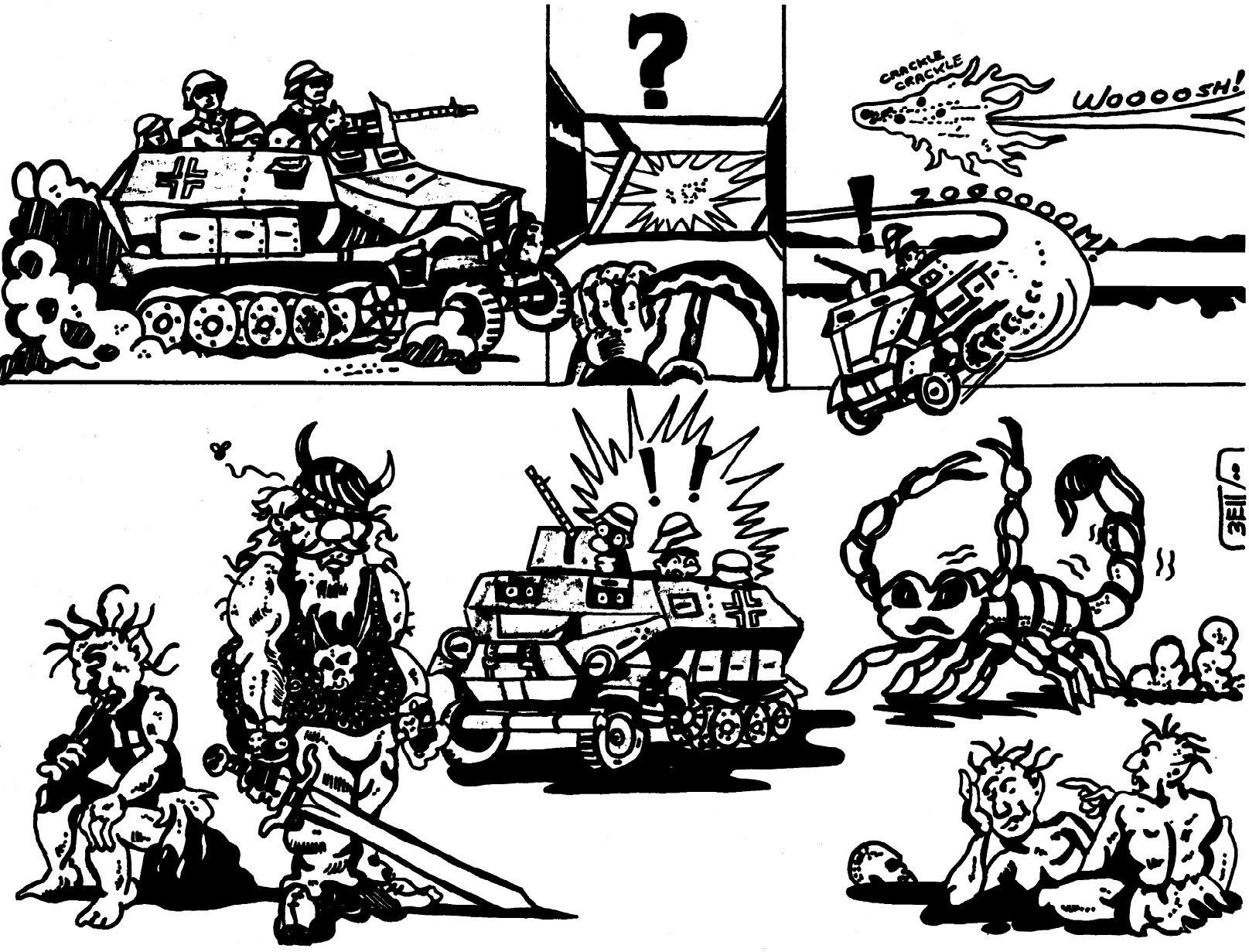
Considering the state your forces are currently in, it is up to you what the best course to follow is. You can attempt to ambush the enemy before they reach your stronghold, or you can hole up in your castle and prepare to withstand a siege, but if the attackers are strong and not molested until they reach the castle walls, your forces might not be able to prevent an escalade, and you cannot lose your castle!

Light played an important part in setting up this action. The first turn of movement was done on paper by both sides, for the referee stated it was still dark. Two ten minute moves during **false dawn** were likewise conducted. During this phase the Germans penetrated the screen of mist, and orc scouts were sent out by the Servants'. There were three maps used for preparation and preliminary moves, the players having incomplete ones, the referee having the correct one. The maps are shown below:

The SS patrol had moved westwards parallel to the woods (and misty area) at the south end of the area. There was one 'track and a few men near the road to radio information to the advancing body in case "partisans" should appear from the trees. As the main group passed through the mist radio communications were suddenly lost. Then they were through the fog, the stream was crossed, and careful observations were made on the two astounding features which shouldn't be there! The boulders weren't shown on the headquarters map of the area, nor was an intact castle! HALTE! came the command from the Hauptmann. The armored car, 'track, and VW formed a lager. Time to reassess plans — The glasses revealed yellowish faces of unusual ugliness peering at the patrol from the nearby patch of rocks, and in the other too! And what was that tall shape in the far distance striding into the mists. At this moment the orcs broke cover, hoping to continue their luck; after all they had not yet been fired upon. Six automatic weapons opened up and cut the lot to bits.

This was intolerable to the EHP, and he visited a swarm of insects upon the offending Germans. The insects nearly drove the soldiers mad, and in haste they tried their best to drive them away using smoke. That and the wind relieved the situation, but only momentarily. Before the patrol could move their vehicles a man in a pointed hat and long gown appeared amongst the boulders farthest from the Germans, pointed his finger, and a great explosion ripped the VW to shreds, also destroying several of the tires on the AC. Stunned, the troopers returned fire too late to do other than wound this new enemy. Men piled into the halftrack and made haste to go somewhere — anywhere. At this point an even closer approach to the castle seemed advisable. As the vehicle drew near the walls a rain of arrows seemed to pour upon the 'track, but the men plying the bows upon the walls were meat on the table for MG 34's, and both fell dead with a few bursts. The Germans made a complete circuit of the fortress, lobbing a few mortar shells into the place once they attained the dirt road to the east of it. More insects swarmed upon them from skies which had but moments before been clear. Time to move on again quickly, for the distraction had allowed their fellows with the AC to replace the damaged tires. They could be seen climbing back into the car and it was time to withdraw before taking worse losses.

As the halftrack roared down the road away from the castle the AC began to cross the intervening terrain to join them. Suddenly a bright flash of light (a phantasmal fireball) burst before the carrier, and the driver thought himself blinded. Luckily his co-driver slowed the vehicle sufficiently, so that it simply rolled off the road and came up against the clump of trees to the northeast of the bridge with a slight jar. The passengers were not dazed — they could see the great troll and three ghastly greenish ghouls rush forth upon them from the monsters' brushy lurking place. Near panic, the SS men blazed away with their weapons. Bullets smacked into the ghouls, and one dropped, but the other two clambered into the halftrack. The troll was also nearly into the vehicle when a desperate soldier fired point blank with his panzerfaust; the projectile took the creature full in the chest, exploded, and sent burning chunks of troll in all directions. While this was happening still another monster attacked — a giant insect-like creature which



somewhat resembled an impossibly large scorpion. It clambered up the front of the 'track, and from this position began attacking the men in the rear of the vehicle.

All was chaos there. The SS troopers were fighting a melee with the two ghouls, and had not one of them been particularly alert the scorpion-like monster would have wiped them out. A burst of fire from a machine pistol — the driver had finally recovered his vision — finished the thing. Only four Germans remained in the rear of the vehicle when the driver backed out of the trees and sent the halftrack back towards the safety of the everyday world of the Eastern Front. The armored car was awaiting them, its weapon trained down the path to cover their companions from any further attack of the nature just undergone. Nobody would believe it, had not the halftrack carried the remains of a ghoul as well as the insectoid creature draped over its hood!

Above flew an invisible magic-user, and he quickly put an end to the escape attempt of the halftrack. A **sleep** spell caused the driver to lose control of the vehicle, and it crashed. The occupants of the armored car knew something was wrong, but they did not know what — nor where to look. The magician was in clear view overhead, but no soldier looked up, and his next **sleep** spell told for the AC as well. The remaining 'track waited a short time and then hastened back to headquarters. What had happened? They could not say for certain, but what little they had observed was too fantastic for belief. The survivors of the foray were sent to rest camps, adjudged as suffering from battle fatigue.

Game Analysis: The transition from thinking in terms of WWII tactics to fantasy is difficult, while the modern enemies of the fantasy force were not all that different from any other opponents as far as tactics were concerned — that is to say they were not in the battle reported. However, if the SS were given a rematch it could be a far different story, for the long range potential and the rapid fire ability of the small arms would surely take a terrible toll. Magic and melee would generally weigh heavily against the Germans (or any similar soldiers from the modern period), but the match would be a near thing. While it would take something like radar to spot invisible opponents, the large caliber weapons would be irresistible most of the time. In this case there was no doubt that the Servants of the Gatherer won handily.

If any readers care to report their own attempts at such mixed games we would appreciate receiving them!

RULES FOR WWII/FANTASY BATTLES:

Regular D&D rules were used for the fantasy side, and the following special notes were used for the WWII types:

Movement: Use TRACTICS movement rates, but no fatigue is considered. Also, all horses and vehicles should get a 20% movement bonus.

Range of Weapons: As in TRACTICS.

Rate of Fire: As in TRACTICS.

Magic Weapons: All AP rounds above 20 mm are considered as magic, as are HE and other types above 50 mm.

Experience Levels:

Green	= Man
Regular	= 1st level
Veteran	= 2nd level
Elite	= +l level
NCO	= +1 level
Officer (JG)	= +2 levels

For example the SS soldiers in the battle reported above were veteran elite troops, so their base level was 3rd. The NCO's were 4th level and the officer was 5th.

OPTIONAL: After becoming familiar with fantastic opponents allow NCO's and officers to accrue experience as fighting men. Also chaplains to function with regard to turning away undead.

Weapon Type, Damage, and Effect Area:

WEAPON TYPE	DAMAGE	EFFECT AREA
Pistol	1-6	1-2 targets
Machine Pistol	1-6	type I
S/Mg.	1-6	type II
Carbine	1-6	1-2 targets
Rifle	1-6	1 target
S/A Rifle	1-6	1-2 targets
Assault Rifle	1-6	type II
Lt. Mg.	1-6	type III
Med. Mg.	1-6	type IV
Hv. Mg.	2-8	type III
20 mm	3-12	type II
37 mm	4-16	1-2 targetsA
50 mm	5-30	1 targetB
75 mm	6-48	1 targetC
90 mm	7-70	1 targetD
105 mm	8-80	1 targetE
120 mm	9- 108	1 targetF
150 mm	10- 120	1 targetG
Flamethrower*	6-30**	1 target III
Hand Gren.	5-20	1 targetA
Rifle Gren.	5-20	1 targetA
60 mm Mtr.	5-30	1 targetB
81 mm Mtr.	6-60	1 targetC
Pzfst.	8-80	1 targetA
Bazooka	6-48	1 targetA

*3 ignitions maximum
**burns 3 turns

NOTE: **White Phosphorus** 2-8 points damage until extinguished
Smoke obscures vision in Effect Area
AP of 37 mm or larger kills target hit

Ammunition Use and Resupply

	To Empty	To Reload	Max. Rounds Carried
Pistols & Rifles	8/4	1 turn	40
MP	2 bursts	1 turn	6 bursts
S/Mg.	3 bursts	1 turn	12 bursts
Carbines	8 shots	1 turn	48
Auto Rifles	2 bursts	1 turn	20 bursts
Lt. Mg.	6 bursts	1 turn	18 bursts
Med. Mg.	9 bursts	1 turn	27 bursts
Hv. Mg.	9 bursts	2 turns	18 bursts
20 mm	3 bursts	2 turns	30 bursts
Rifle Gren.	1 shot	1 turn	6 rounds
Bazooka	1 shot	2 turns	3 rounds
Hand Grenades	-	-	2 grenades
60 mm mortar	-	-	30 rounds
81 mm mortar	-	-	18 rounds

Adjustment of Hits due to Armor:

Range	Small Arms and Lt. MG/Med. MG Effect on Armor Class only if Number(s) Shown is Rolled						
	5 & 4	3 & 2	1 & 0	-1&-2	-3&-4	-5&-6	-7&-8
Short	1-6	1-6	1-6	1-6	1-6	2-6	3-6
Medium	1-6	1-6	1-6	2-6	3-6	4-6	5-6
Long	1-6	2-6	3-6	4-6	5-6	6	—
Extreme	2-6	3-6	4-6	5-6	6	—	—

EFFECT AREA	DIAMETER OF EFFECT	EFFECT AREA	DIAMETER
A	1"	I	2" x 1/2"
B	1-1/2"	II	3" x 1"
C	2"	III	4" x 1"
D	2-l/2"	IV	6" x 1"
E	3"		
F	4"		
G	5-l/2"		

To Hit Procedure (Modern Weapons Only):
BASE +8

Range	Movement		Cover/Concealment	
Short	+3	None	+2 None	+2
Medium	0	Normal	0 Slight	0
Long	-2	Evasive	-3 About 50%	-2
Extreme	-4		Near total	-4
			Complete	-8

Attacker Status

Tripod or vehicle mtd. weapon (Med. MG)	+2
Weapon at rest on firm support	+1
Crawling or walking	-1
Evading, running, or on moving vehicle	-4
Being charged by nearby attacker	-2*

*This lessening of penalty is applicable only after troops have become relatively familiar with opponents, i.e., fought one round against them and killed something. If otherwise this penalty should be -6!

Number of Hits for Automatic Weapons:

Type	Possible Hits
I	1-4
II	2-5
III	1-6
IV	1-6

Melee: Treat Melee as in D&D except as follows:

Weapons Conversion

Rifle & bayonet	=	spear
Bayonet	=	dagger
Entrenching tool	=	axe
Rifle, clubbed	=	hammer, dagger for damage
Pistol, clubbed	=	dagger, half damage
Unarmed	=	SPECIAL, see below

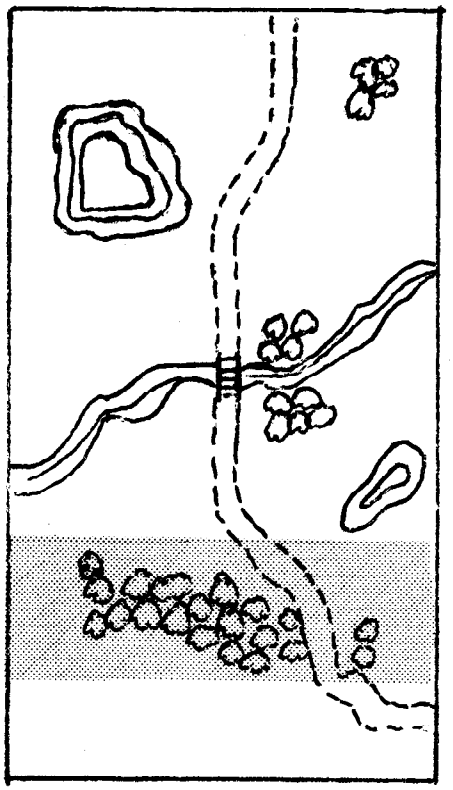
Unarmed Combat Special*

Score	Effect
1-5	None
6-10	Stun opponent, attack first next round
11-15	Disarm opponent and attack first next turn — if no weapon in opponent's grasp do 1-6 points damage
16-19	As above plus 1-6 points damage inflicted
20	Opponent knocked senseless if not AC 2 or less and above 7th level (adjust upwards for higher AC's, i.e., AC 3 and above 8th level, AC 4 and above 9th, etc.) — takes 1-8 points damage in any event

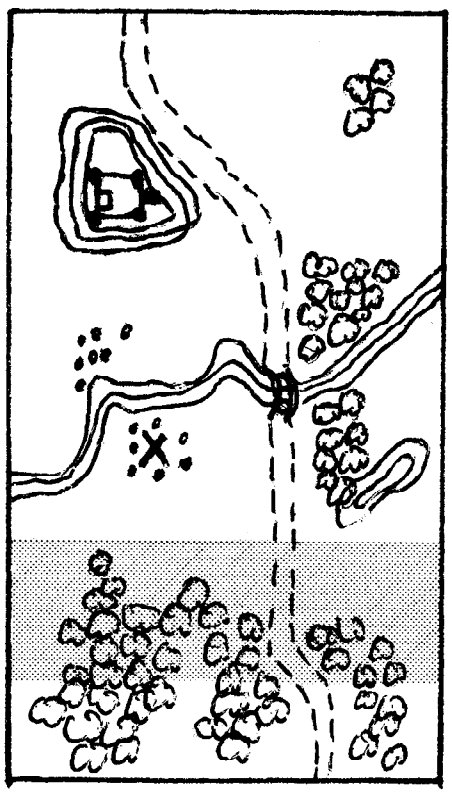
*Roll for each soldier, regulars have 1 in 6 who can engage in this form of combat, veterans have 3 in 6, elite adds 1 in 6.

Morale: Standard TRACTICS Morale should be used, except where reference to enemy vehicle or AFV is made; read huge monster or strange monster.

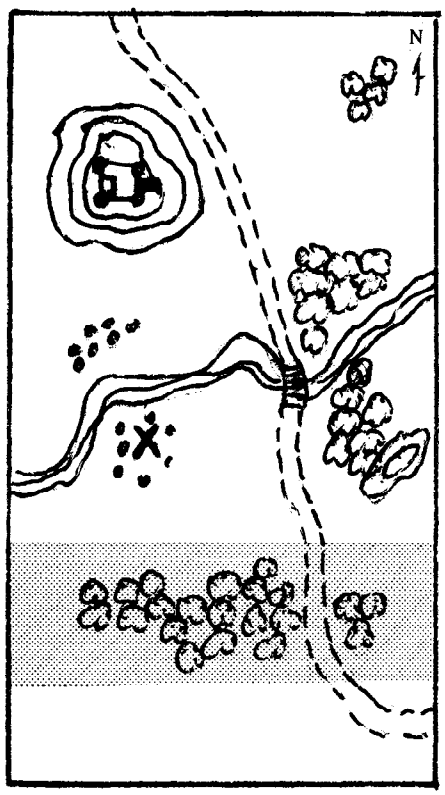
The Dragon Approaches!!



GERMAN MAP



SERVANTS' MAP



Germans

REFEREE'S MAP

CASTLE + DRAWBRIDGE

UNDERGROUND ENTRANCE/EXIT TO/FROM CASTLE

DIRT TRACK

STREAM

WOODS

HILL

BRIDGE

BRIDGE

MISTED AREA

MAPPING THE DUNGEONS

'Tis the season to be jolly, and have we got something to make all D&D players jolly: a special holiday deal. For the scant sum of $2 each, we are offering copies of Vols. 1, M&M, and 2, M&T. For a paltry pittance of $4, we will send **both** l&2, PLUS a set of pullouts, and put them all in a box!! Such a deal . . . how can you go wrong? Here is your chance to replace your ragged and tattered copies of the two most used-and abused-books in D&D, and get new pullouts, and even retire your bedraggled box, or use it to hold the extra odds and ends that accumulate. Who says the Christmas spirit is dead? Here in Lake Geneva, the assorted elves, gnomes and dwarves that comprise TSR wish you happy holidays, whichever ones you celebrate, and this is our way of showing it. This special deal is limited; when all the copies on hand are gone, the deal's over. Order from TSR as D&D Holiday Special.

Walter Buchanan has announced that he will be starting a D&D section in the Diplomacy Archives. What he needs is copies of D&D related 'zines and newsletters, both complete or just pertinent articles. Walt's address is R.R. 3, POB 324, Lebanon, Ind. 46052.

We will be conducting a D&D Dungeonmaster's seminar at GenCon IX. It will be open to both players and DM's, upon payment of the registration fee, which is yet to be set. (Further de tails concerning GenCon appear elsewhere in this issue.) The specific format has yet to be worked out. However, we are leaning towards a question and answer type session. The panel will consist of Gary Gygax, Dave Arneson and Rob Kuntz. In an effort to determine which tack we should take, we ask you to send in suggested topics andquestions any of you might have. However, to insure that they don't get mislaid, we must ask that any response to the seminar be in a separate letter, and addressed to D&D Seminar, c/o TSR. This will insure that all the material will get equal attention, and hopefully prevent any from getting mixed in with orders or other correspondence. Here is your chance to get the story (100% accuracy) straight from the source.

This issue seems to be heavily laden with items requiring your response. But, what other company goes to such pains to find out what YOU want? Anyway, we are looking for direction concerning D&D. We have received a number of suggestions concerning supplements (not all of them Good/Lawful), so we decided to 'poll the players'. What do you want to see in the upcoming supplements? We have been kicking around the idea of a readers/players supplement, composed of material submitted to us. We get stacks of stuff every week from players, and a good deal of it is quite good. Well, it is impossible to print every bit of it in SR. We just don't have the space. And we certainly don't want to discourage future submissions. So we thought we would select the best material received and print it along with the items printed in SR in a supplement. Everyone that has a piece printed will have it credited to them, and receive two copies of the supplement as payment. (The reason for including stuff from SR is that it wouldn't be fair to the already printed authors, because their stuff is definitely good material, and no one gets paid anything more than an extra copy for items used in SR, excepting the pride of seeing their name in print.) How about a supplement of nothing but magic? (Spells-only, or items only, or somewhere between?) Or how about a book of Artifacts and Relics?

Another idea in the pot is geomorphic dungeon maps. Let us know what you think of these, and feel free to make additional suggestions. We want to publish what you want most.

In #6, we will print a master list of all Dungeonmasters that we have received. So, if you sent a note to us to be listed as a DM and have not yet seen your name, let us know. Until then, here are the latest listings we have.

John A. Brennick, 192 Curtis Av., Stoughton, Mass. 02072

Tim Carleton, 205 N. Murray, Apt. 3, Ithaca, N.Y. 14850

Mark Chilenskas, 1126 Stratford Av., Apt. A6, Stratford, Ct. 06497

Jim Connelly, 655 S. Fairoaks, H206, Sunnyvale, Ca. 94086

John Flesner, 5605 N. 105 Plaza, Apt. 10, Omaha, Nebr. 68134

Teddy Hayes, 47- 15 39th Av., Long Isl. City, N.Y. 11104

Tim Kask, 402 Herman, Delavan, Wi. 53115

Dick Knisely, 2612 Forbes Dr., Omaha, Nebr. 68123

Brian Lane, 4031 W. 97th Terr., Overland Pk., Ks. 66206

MITSGS, Walker Memorial 50-318, Cambridge, Ma. 02139 (various DM's)

George Phillies, 910 Tenth St., Santa Monica, Ca. 90403

Andy Pudewa, 26600 Lightfoot, Palos Verdes, Ca. 90274

Steve Scrivner, 321 23rd Av. N., St. Petersburg, Fla. 33704

Kevin Slimak, 3 Primrose Ln., Fairview Hts., Il. 62208

Sou. Ill. Univ. Strategic Games Soc., SIU-C Stu. Ctr., Carbondale, II. 62901 (various DM's)

Studio of Bridge and Games, 1606 Eastern Pkway., Schenectady, N.Y. 12309

Mark Swanson, 9 Davis Dr., Apt. C8, Acton, Ma. 01720

Univ. of Colo. Strategic Games Soc., Univ. Memorial Ctr., Boulder, Colo. 80302 (various DM's)

Valparaiso Univ. D&D Soc., c/o Bob Blake, R.R. 1, P.O.B. 47, Valparaiso, In. 46383

Jim Ward, R.R. 1, P.O.B. 413, Prairie du Chien, WI 53821

MIGHTY MAGIC MISCELLANY

Robe of Scintillating Color

This garment, usable by any class, appears to be a slightly better than average, in material and workmanship, robe. However, once its secret is mastered, it becomes anything but ordinary. Mastery of the robe's powers takes great mental concentration, so the minimum unmodified total of intelligence and wisdom needed to master its capabilities is 25. If the minimum requirement is met, it is a wondrous item to possess. By concentrating on it, the wearer can cause it to form scintillating bands of color that form a dazzling pattern. This pattern causes the wearer to be 5% (-1 on 20-sider) harder to hit, the effect being cumulative. Therefore, after 5 melee rounds, the wearer is 25% harder to hit (-5), and so on. Further, any creature or person that looks at it has the same chance (5%) per round, of becoming hypnotized. Again, the effect is cumulative. For instance, looking at it for four melee rounds means that the looker has a 20% chance of becoming hypnotized, and subject to the commands of the wearer. When it is used in a non-combat situation, where turns are longer (remember, one turn contains 10 melee rounds), there is a 20% base chance of becoming hypnotized, with an additional 5% per turn increase. Any magic user that becomes hypnotized by the robe who has an intelligence of 17 or 18 has a 10% or 20% chance, respectively, of going permanently insane.

Prayer Beads

These are beads (10-40) on a string, usable only by clerics for aid in prayer. All of the beads will be of gem-quality stone (min. 100 GP ea.) of uniform size and value. 60% of the beads will be plain stone, with the remainder having a 20% chance of having supernatural powers. 75% of all bead strings will be Lawful, 20% Neutral and 5% Chaotic. If they are picked up by a character of the wrong alignment, they will give no damage, unlike other magical items. The only means of determining the beads' powers, if any, is trial and error. In determining the special power, roll a six sided die, and count off in the order listed. The powers a bead may possess are:

Bead of Atonement — Allows the user to have an 80% chance of atoning for a transgression that has caused them to change alignment. In other words, it gives the user an 80% chance of regaining his alignment.

Bead of Response — Serves as a hot line to your patron deity, assuring response to prayers, though in no way guaranteeing that the response is the one you hoped for. Gods are fickle.

Bead of Damnation — Serves as a hot line to your patron's chief nemesis, which usually gets you in trouble.

Bead of Karma — For clerics of the 1st to 5th levels, it increases their powers by three levels for 3-12 turns; 6th through 10th, 2 levels for 2-8 turns, and 11th level+, 1 level for 1-4 turns.

Bead of Succor — Increases the base chance of response of god prayed to by 30%.

Bead of Hindrance — Decreases chance of response by 30%.

With any prayer beads, the alignment is critical. A Lawful Bead of Response, for instance, is a hot line to a Lawful deity, where a Chaotic Bead of Response is a hot line to a Chaotic deity. Therefore, if a Lawful character found a Chaotic Bead of Damnation, he would be in luck, because it would be a hotline to a Lawful deity. (The nemesis of a Chaotic god would necessarily be Lawful.)

WARGAMING WORLD

For fans of ancient warfare, there have been all too few boardgames available to choose from. SPI's attempts at Roman warfare were a step in the right direction, but never quite realized their full potential. SPARTAN purports to be an ancients game, but lacks any 'feel' of being what it claims to be. It seems that this long-overlooked period is finally getting some attention. SPI has a Punic Wars game coming out in the next S&T, and AH has picked up GDW's old EAGLES game and redesigned it, to add to ALEXANDER in their inventory. (ALEX was designed by our own E.G.G.) Whatever the detractors may have to say about it, Alex DOES have the 'feel' of an ancients simulation. There is another entry into the roomy ancient category; ANCIENT CONQUEST. It is put out by Excalibre Games, under the guidance of Dennis O'Leary (formerly of GHQ). This is one great little game, designed for a minimum of four players. It is set in a Biblical era Middle East. Next issue we should have a comprehensive review and article on it. (P.S. — we sell it. See our product listing.)

We have received word on 'Winter War III', to be held on Jan. 16, 17, and 18, 1976, in the Foreign Languages Bldg. on the campus of Univ. of Ill., Champaign-Urbana. Their promo material says they will be holding a D&D tournament, among others. They also promise computer games. For more info, contact Gerald Delker, 2114 Orchard, Apt. 204, Urbana, Il. 61801(217-3678574).

SPI has jumped into the fantasy field with SORCEROR. It was due Oct. 31, but we have no idea if it made it on time. We've been promised a copy to review, but so far have not seen it!?!?

We've heard about a D&D Con on the West coast, but we're a little upset at the advertising the sponsors used. They claimed that Fritz Leiber was going to be there with 'his' dungeon, but when we asked him, he said it was untrue. Hope none of our loyal D & D fans are duped, so verify before you go, and spare yourself some disappointment.

We have confirmation now that Mr. Leiber will be our featured guest at Gen-Con IX. He has most graciously agreed to give a seminar, though precise topics and contents are not final yet. But when a man of his calibre and credentials is giving it, it augurs well for the quality and content. More info on this at a later date.

Are you totally convinced that you will never be able to find the Thracian peltasts you need to finish your army? We are currently ruminating on the idea of establishing a column of want ads in the near future. However, we'll act positively only if we get enough initial response in support of the idea. Everyone knows that they can find every AH game ever made in the back of the GENERAL, but where do you look for exotic or discontinued miniatures, as well as strange games? If you have stuff that you haven't touched for ages, you'd be better off turning it into some coin of the realm than using it to start a dust farm on your shelf. If you like the idea, please let us know. (By the way, anyone out there have a copy of NUCLEAR DESTRUCTION *IN GOOD COND* that they want to unload?) By George, I may have just started something.

Whatever happened to CYMRY? A couple of years ago, MOVES did a piece on 'zines and newsletters, and gave information on it. The review stated that it was a fantasy magazine out of Albuquerque, put out by a fellow named Rucker. We know two people that got ripped off, and are wondering what the story is. Anybody know?

Charles Pasco is still promising that SOMEDAY Alesia will be printed. It was at least two years ago that he advertised it in PANZERFAUST, and it has yet to see the light of day. Two of our staffers are still waiting for their prepaid copies. Mr. Pasco did offer refunds, according to him, though neither of our people got the alleged letters. Maybe next year; it should be a great game if it lives up to its reputation. IF it ever gets published.

CONFLICT magazine is no more. According to an article in Simulation/Gaming/News, they have given up trying to put out an S&T type magazine. Countless delays seemed to prevent them from ever meeting a deadline, so they have changed their operation. Now they are going to do games by themselves, and a series of booklets on military history. Perhaps now they will be able to meet their promises on time. We wish them luck.

That wraps it up for this issue. We have dozens of publications we've received, but again space prevents us from getting into them. However, next issue should see a rather comprehensive compilation of publications of interest to D&D fans.

more. My eventual downfall was thus assured. I began to get involved in organized wargaming in high school. Soon game playing and otherwise fooling around (designing) occupied all of my free time, as well as good chunks of time supposedly being paid for by my employer (there isn't much to do while watching a lathe go around and around). My wife finally ran off with a handsome sailor after getting tired of being ignored. In 1973, I finally badgered Gary into letting me in at the "ground-floor" of TSR. You know the rest. Help a foolish man. Buy PANZER WARFARE and all of the TSR products you can afford. That may get me up to the $6,000 mark again, and may give me time to be able to **play** wargames again!

Robert J. Kuntz

I was born September 23rd 1955 in Lake Geneva and have lived here all my life. As a kid I played the game that everybody played on our block: "Bang! You're Dead!", though it did vary at times. I learned about Wargames in a peculiar way. As I sat skimming through an issue of Playboy one day when I was barely thirteen years old, I came upon a game section describing all varieties of party gifts to give to your family or friends for Christmas. I saw a "Dogfight" game listed among the buyables and immediately proceeded to the nearest dimestore with hopes high. I was disappointed when the assistant manager informed me that they did not carry the game and was about to leave when he suggested that I come over to his place and try some games he had. He named a few off; "Stalingrad", etc., and I was on my way . . . . In my seven and one-half years of participation in the wargames field I have enjoyed boardgames, miniatures and play-by-mail types and am now employed with a company that produces games and of which my best friend is the head thereof. I intend to write many more rules sets before I pass away and I have this spectre friend of mine who can give the inside on this good "ghost-writer. . . "

Theron O. Kuntz

Born December 25, 1953, in Fort Atkinson, Wisconsin, my family moved to Lake Geneva, Wisconsin, when I was 1-1/2 years old. Here, I grew up and learned about wargaming through my brother Rob when I was 15 years old. Frequently, Rob would play a miniatures or board game with his new friend Gary Gygax. After getting interested in some discussions with Rob over some games he played with Gary I had to go to take a look. Well, slowly but surely I got hooked. I immediately started collecting my own Napoleonic 30mm Prussian Army which started me out in the miniature world. I played many miniature battles which included Medievals that were played often on a sand table at Gary's house.

After graduating from college in 1974, receiving a diploma in Mechanical Drafting and Design, I found it hard to find employment in the field that I worked so hard and long at to learn. So, I waited, hoping to find something but still nothing showed. It wasn't until October 1, 1975, that TSR Hobbies Inc. offered me employment in their company to help design rules and games for the wargame enthusiast. I hope in the future that I may please a number of fellow gamers and designers with my projects and/or group projects through TSR. So, there you are and always remember "Steal from the rich and give to the poor".

Timothy J. Kask

Born 14 Jan., '49, in Moline, Ill. One day, when I was in the sixth grade, an old friend and I finished making a model of the solar system in clay for a science project, and looked for new challenges. We decided to fix his TV set. The fact that neither of us knew the first thing about TV never phased us. Upon reaching into the rear of the chassis, I got my first lesson when I discharged the picture tube into my tender young body, which caused me to fly across the room, and set my ears to ringing ferociously. About an hour later, he dug out a weird new game he had picked up but hadn't played yet. It was put out by the then unfamiliar AH; D-DAY. Oh Lord, I was hooked, and little did I know that I was to become a Simulations-Junkie. We played that game to death in the next three years, then went our separate ways. I thought I had kicked the habit, but fell into evil ways in the Navy when another friend and I jointly purchased 1914. This was the hardcore stuff. We would play from Friday afternoon until Monday muster, stirring from the barracks laundry room only for sustenance or to answer the call of nature. About two and a half years ago, I got exposed to miniatures and D&D, though I still love a good board game. I have a large Fantasy/Ancients/Medieval miniatures army of which I am overly proud. My wife never thought much of gaming, until she found out that I *might* be able to make money at it. Please help me convince her; BUY TSR!

Support GenCon X's Bid for DipCon in '77

THE BATTLE OF THE NILE REFOUGHT

by Dave Arneson

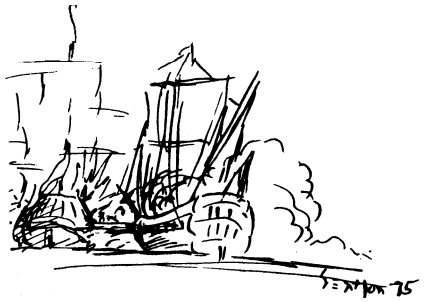
The historic Battle of the Nile took place 1 August 1798 in the roadstead of Aboukir (see Diagram II). Briefly, the British squadron of 14 Ships of the Line (13-74's and 1-50) surprised the French Fleet of 15 Ships of the Line (1-120,3-80's, and 11-74's) at anchor with from one-third to one-half of the French sailors ashore getting water and supplies. The British under Rear Admiral Nelson hesitated not a moment, and before the French could regain their crews the first eight British ships had engaged their van. **Goliath** (74) anchored inside the enemy line opposite **Conquerant** (74), **Zealous** (74) anchored across the bow of the lead **French** ship **Guerrier** (74), **Audacious** (74) dropped anchor between the first two British ships so as to bear on the broadside of **Guerrier. Theseus** also (74) passed beyond the French line to anchor to the landward of **Spartiate** (74), as did **Orion** (74), which placed herself opposite **Souverain Peuple** (74). Nelson's flagship, **Vanguard** (74), dropped anchor broadside to **Spartiate. Minotaur** (74) halted beside **Aquilon** (74), while the next ship in the British Fleet, **Defence** (74), anchored opposite the fifth ship in the French line, **Souverain Peuple.** This position is shown in Diagram I. The five French were speedily crushed, and as darkness fell the attack moved down the line. Near midnight it was all over, the French escaping with but two ships of the line and two frigates. Only one British ship **(Culloden,** 74) was out of action having run aground on the shoals near the island to the north of the roadstead's entrance.

As the battle offered reasonable chances for both sides, it was decided to use it as the historic setting for a wargame tournament at GenCon V (August 1972) using the DON'T GIVE UP THE SHIP rules. If the British were led by another Nelson there would be small hope for the French, but at least they could attempt to exercise superior tactics in comparison to the actual actions of the French Admiral Bruey who passively awaited the enemy attack. So in setting up the historical battle it was not only necessary to place the units in their historical positions (and assign the men and material historically available), but the respective commanders of the re-enaction had to be offered the same options which confronted the actual commanders at the Battle of the Nile. So the French Fleet would be at anchor, for they had no other plan, and their total lack of scouts and picket boats disallowed any chance of advance warning; however, the crews ashore (one-half from each ship for game purposes) offered an option: The French admiral could opt to act without recalling them, or he could await their return (and allow the British that much more time) by relays of ships boats. Historically the crews were left ashore to watch the fighting . . . Again, the French had dismantled nearly 40% of their ships' rigging to avoid damage from the frequent storms, so their speed would be drastically affected if they ever did get under sail!

The British had the choice of entering the roadstead from either of two passages, and further to approach the enemy from a number of directions (at the risk of shoal waters in some cases) in order to attack at the most advantageous angle they could achieve. The ordering of the line of ships was also left to the British commander.

At the time the admirals and ship captains received their order of battle information they were given the following information: The action would begin at 6:00, and darkness would fall at 7:00 p.m. Sighting distances would be as limited in the rules, and the players would then not be allowed to view the entire battle area. Further, the French were told that they had no springs or cables and that they could set a maximum of six sails; and the British were informed that they had studding sails set at the start of the battle (with the 50% speed bonus applicable). The French Fleet was placed in position, the British instructed to prepare their orders for their approach, and the refight of the Battle of the Nile was ready to begin. Now the respective fleet commanders would make the decisions which would take the "real" of the historic recreation and into the "what if" of the historic simulation. Players had the same options and possible results as the historical actuality, but from there anything could happen.

The French decided that they would call their crews back before trying to make sail and meet the enemy, so while boats madly ferried sailors to their ships, the crewmen aboard readied to slip anchor chains and do whatever else possible to make sure that additional time was not lost once the crews were all aboard. This would, hopefully, allow them to be under sail when the British arrived, and full compliments would also allow the French to man both broadsides if they found themselves in a situation which resembled the actual battle, i.e., enemy ships to starboard and port.



Likewise, the British altered the historical by opting for a slightly different course of approach. They also decided to take in their studding sails immediately — thus losing the speed bonus and meaning that they would require proportionately more time to close with the French line. (Remember that full broadside fire is not possible when studding sails are set.) Their plan was similar to that of Nelson though, for they intended to overwhelm the enemy van — the nearest part of the French line.

It transpired that the British course alteration brought them too close to Becquieres Island, and the lead ship ran aground. The following vessels wore ship quickly to avoid a similar fate, leaving the fleet in a position as indicated in Diagram II. Now it so happens that there was a small French battery located on the island. This handful of cannon and one mortar were historically out of range — and later in the action HMS **Culloden** (the vessel which struck the shoal) silenced the battery with a broadside and then landed troops and captured it. As the British passed Becquieres in this re-enaction the battery opened a brisk fire, and after several salvoes a mortar shell struck one of the British 74's and blew it out of the water. Thus, before the general action began, the British had effectively lost two ships of the line — the one stuck aground and the other blasted to bits, and the battery not shot at once by the British! Finally, the attackers poured a few broadsides into the noisy little battery and that was that. The delay caused by the furling of the studding sails, the grounding, and the disorder of having to veer away from the shoal water allowed the French to get underway, tacking east and then running south before the wind. The four French frigates passed through the main line on a southeasterly tack in order to work well to the east before beating north toward the approaching enemy.

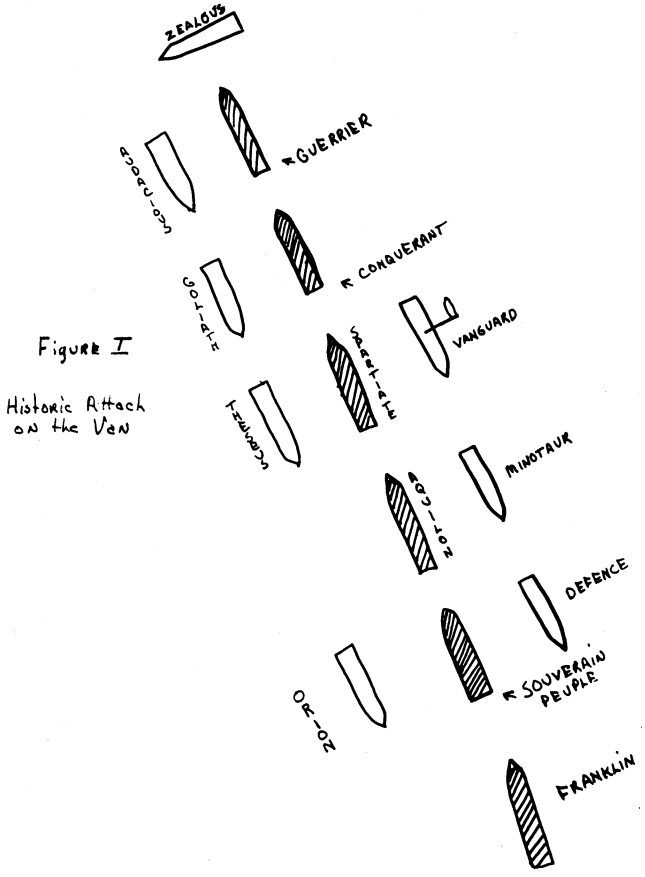
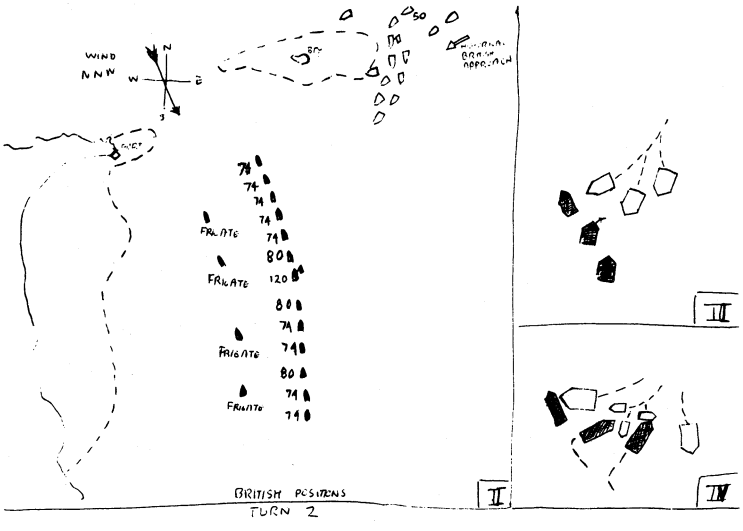


Figure I

Historic Attack on the Van

As the French ships went about it seemed that the entire cohesion of the British fleet was lost, for in the next three turns they split into as many groups, each rather resembling a bunch of grapes. The van continued to bear down upon the leading enemy ships, while the center five ships proceeded in a southerly course. Rearward, the last three ships of the line, accompanied by a small brig, made towards the southeast — seemingly in order to keep as far away from the French as possible without totally losing sight of them. Despite signals from the flagship there was no attempt to reform.

The battle began at the head of the French line where the British exchanged broadsides with, and then boarded, several of their opponents. Meanwhile, the ten ships not so engaged by the British came about on an easterly tack once again, and then they began to beat slowly to the north. All, however, was not well-ordered in the French command either, for the last three ships disobeyed signals from the flagship and continued on the easterly tack towards the pack of British hovering far from the battle. This removed three 74's, but it did not save the day for the would-be Nelson. The center of the British fleet did not close with the French until the latter managed to bring three more ships (1 80 and 2 74's) to the windward of the enemy center, and the big ships of the French center were able to pour their broadsides into their smaller British counterparts. So it was five to three in favor of the French, the British with two 74's and a 50 while the French had **L'Orient** (120), **Franklin** (80), **Tonnant** (80), and 2 74's, fresh and undamaged. As this exchange began, the van recaptured one ship lost to the British but moments before, and took one of the British by boarding. The British center was caught between two opposing lines and was unable to save its remaining ships, but it attempted to break off the action and managed to finally do so with one 74. The British rear, finally engaged in some long range skirmishing with the hesitantly approaching enemy rear also escaped. At one point in the battle the **Leander** (50) was engaging the 120 and a 74 unsupported! Needless to say she was captured. The British lost five ships (including the one blasted by the mortar) and sustained heavy damage on several others, but were able to escape, as they were much faster.



THE BATTLE OF THE NILE AUG. 1, 1798

	FRENCH			36#	24#	18#	12#	8#	6#	36#C	MTRS
120	L'Orient	1207 men	2,600 tons	32	34	—	34	20	-	4	—
80	Franklin	1037 men	2,257 tons	32	34	—	20	—	—	6	—
80	Guillaume Tell	1037 men	2,220 tons	30	32	—	—	18	-	6	—
80	Tonnant	1140 men	2,281 tons	30	32	—	—	18	-	6	—
74	Aquilon	936 men	1,869 tons	28	30	—	—	16	-	6	—
74	Genereux	936 men	1,926 tons	28	30	—	—	16	-	4	—
74	Conquerant	759 men	1,600 tons	28	30	—	—	16	-	4	—
74	Heureux	759 men	1,600 tons	28	30	—	—	16	-	4	
74	Guerrier	759 men	1,600 tons	28	30	—	—	16	-	4	—
74	Mercure	759 men	1,600 tons	28	30	—	—	16	-	4	—
74	Peuple-Souverain	759 men	1,600 tons	28	30	—	—	16	-	4	—
74	Spartiate	936 men	1,949 tons	28	30	—	—	16	-	6	—
74	Timoleon	759 men	1,600 tons	28	30		—	16	-	4	—
40	Diane	350 men	1,277 tons	—	—	28	—	12	-	4	—
40	Justice	350 men	1,277 tons	—	—	28	—	12	-	4	—
38	Artemise	300 men	1,093 tons	-		—	24	—	12	4	
38	Serieuse	300 men	1,093 tons	—	—	—	24	—	12	4	—
	Becquieries	112 men	125 pts.	—	—	—	4	—	2	—	2 - 13"

	BRITISH			32#	24#	18#	9#	6#	32#C	18#C	12#C
74	Vanguard	589 men	1,609 tons	28	—	28	18	—	2	6	—
74	Orion	584 men	1,646 tons	28	—	28	18	—	2	6	
74	Culloden	584 men	1,620 tons	28	—	28	18	—	2	6	—
74	Bellerophon	584 men	1,613 tons	28	—	28	28	—	2	6	—
74	Minotaur	634 men	1,718 tons	28	—	28	18	—	2	6	—
74	Defence	584 men	1,603 tons	28	—	28	18	—	2	6	—
74	Alexander	584 men	1,621 tons	28	—	28	18	—	2	6	—
74	Zealous	584 men	1,627 tons	28	—	28	18	—	2	6	—
74	Audacious	584 men	1,624 tons	28	—	28	18	—	2	6	—
74	Goliath	584 men	1,604 tons	28	—	28	18	—	2	6	—
74	Majestic	584 men	1,642 tons	28	—	28	18	—	2	6	—
74	Swiftsure	584 men	1,621 tons	28	—	28	18	—	2	6	—
74	Thesseus	584 men	1,680 tons	28	—	28	18	—	2	6	—
50	Leander	338 men	1,052 tons	—	22	—	—	8	—	—	22 (long)
14	Mutine	124 men	306 tons	—	—	—	—	14	—	—	6

The contrasts between the historical battle and the action as refought were numerous, and a few should be mentioned here. The influence of the island was negligible historically (Nelson avoided it) but in the refight it caused the disorganization of the entire British fleet! In fact, it probably cost them their chance to gain a clean victory. Whereas the British were historically a "Band of Brothers" the team playing this side in the game appeared to be vying for the individualist of the year award, each seeking what he thought was the best way to engage the enemy for his personal advantage and glory. Sub-fleets formed, and ships maneuvered, without the slightest regard to command orders or the general good of the fleet. The culmination of this came when the British center was overwhelmed by the French center at about three to two. Unity of command and the principle of mass were ignored with fatal results. Superior position and the ability to maneuver were virtually ignored by the attackers, and whatever advantage this accrued to the British was frittered away.

The French were initially caught in a very bad position, and waiting for the crewmen ashore to be ferried to the ships could well have proved their complete undoing had the British come down upon their line as fast as possible, i.e., **not** taken in studding sails. Additionally, opting to work their way windward towards the approaching British (with only 60% of normal speed) offered the British the opportunity to break the French line and catch them in a bad position indeed (much as happened later at Trafalgar). Instead, the French maintained an intact center line and sailed directly for the closest line of British, engaged it, and beat it badly. This massed blow showed more initiative than any French fleet ever showed in actuality during the Napoleonic Wars. So the French maintained some unity of command, struck with as much mass as they could muster, maneuvering into a windward position to do so. Not one French captain suggested that the ships remain at anchor as historically happened.

In both fleets there were individuals that performed well tactically, but as a whole the French far exceeded the British. The French won the refight with a "well done", while the British lost due to poor tactics.

PUBLISHERS STATEMENT

The STRATEGIC REVIEW is published bi-monthly by TSR HOBBIES, Inc, POB 756, Lake Geneva, WI 53147. It is available by subscription at the rate of $3.00 per six issues. Single copies and back issues are available at 75 cents (#'s 1-3 at 50 cents) each, but availability of all back numbers is not guaranteed. (Subscriptions sent to Canada are $4.00, back issues 75 cents or $1.00. Subscriptions sent outside the US or Canada are $5.60, back issues $1.10. Payment must be made in U.S. currency or by International Postal Money Order.) All material published herein becomes the exclusive property of the publisher unless special arrangements to the contrary are made.

Change of Address should be sent as soon as possible and in any event not less than two weeks prior to the first day of February, April, June, August, October and December, as applicable.

Unsolicited material cannot be returned unless accompanied by a stamped return envelope, and no responsibility for such material can be assumed by the publisher in any event. All rights on the entire contents of this publication are reserved, and nothing may be reprinted in whole or in part without written permission of the publisher, Copyright 1975 by TSR HOBBIES, INC.

Editor —Timothy J. Kask
AFV Editor — Mike Reese
Contributing S&S Editor — Steve Marsh
Artists this issue — Greg Bell, Dave Sutherland, John Seaton
Cover by Greg Bell

Advertising rates upon request

DIPLOMACY WORLD

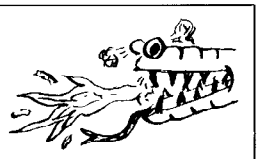
DIPLOMACY WORLD is a quarterly magazine on Diplomacy (R)*, which is edited by Walter W. Buchanan, R.R. #3, Lebanon, Indiana 46052, telephone (317) 482-2824. It is owned by Games Research, Inc. Its purpose is to present a broad overview of the postal Diplomacy hobby by printing articles on the Diplomacy scene and on good play, carrying the Hoosier Archives Demonstration Game with expert analysis, listing rating systems, publishing letters to the editor, and listing game openings and zine news. In short, anything of a general interest to the Diplomacy community is fair game for DIPLOMACY WORLD.

Subscriptions sell for $4.00 a year ($1 discount to IDA members if it's specifically requested). All six back issues in Volume I are available for 75¢ each, with Volume II back issues being $1.25 each. (Indiana residents add 4% sales tax.)

AVAILABLE FROM

WALTER W. BUCHANAN
RURAL ROUTE NO. 3
LEBANON, INDIANA
46052

Beware of the Dragon...



The Armory
Modern Weapons Data for TRACTICS
Mike Reese

TYPE	SHERIDAN	LEOPARD	LEOPARDA2	LEOPARDA3	LEOPARDII	LEOPARDAA
Turret Armor						
Front	75(60)	210(60)	210(60)	210(60)+ 75(45)*	210(60)+ 75(45)*	50
Flank	75(45)	80(30)	80(30)	80(30)+ 50(45)*	80(30)+ 50(45)*	50
Rear	50(43)	40(30)	40(30)	40(30)+50*	40(30)+50*	40
Top	25	25	25	40	40	25
Hull Armor						
Glacis	25(70)	60(45)	60(45)	60(45)	80(60)	60(45)
Flank	15+1	45(45)	45(45)	45(45)	50(45)	45(45)
Suspension	15	40	40+1	40+1	40+1	40+1
Rear	15	40	40	40	40	40
Top	15	25	25	25	25	25
Vulnerable Localities						
Turret Hatches	Top	Top	Top	Top	Top	Topside
Turret Coax MG	1MMG	1MMG	1MMG	1MMG	1MMG	No
Turret Vision Ports	No	No	No	No	No	No
Turret Periscopes	Yes	Yes	Yes	Yes	Yes	Yes
Turret Cupola	Yes	No	No	No	No	No
Hull Hatches	Driver	Top	Top	Top	Top	Top
Hull Bow MG	No	No	No	No	No	No
Hull Vision Ports	No	No	No	No	No	No
Hull Periscopes	Yes	Yes	Yes	Yes	Yes	Yes
Main Armament						
Class	SS11-2/150L12 Launcher/Gun	1 l05/L60	1 105/L60	1 105/L60	1 120/L60	2 37/L60
Rate of Fire	l / l	1	1	1	1	6
Turret Rotation	180%	120%	120%	120%	120%	180%
Sight	Tele- scope	Range Finder	Range Finder	Laser Rng Finder	Laser & Stereo Rng Finder	Telescope/ Radar
Stabilization	Gun & Turret	Gun	Gun& Turret	Gun & Turret	Gun & Turret	Gun & Turret
Other						
Road Speed	40mph	45mph	45mph	45mph	50mph	45mph
Combat Wt. (tons)	15.5	41.5	42.4	42.4	45.5	42
Crew	3+1	3+1	3 + 1	3+1	3+1	4+1
Introduced	1964	1965	1973	1975	1978	1974

Amphibious	Flotation	Schnork	Schnork	Schnork	Schnork	Schnork
Notes	Stab. MG only/ No Indirect Fire/ No Fire When Moving/ 1976 Laser Rg Finder	Equipped to A2 Std. 1973/ Desig Leopard Al	+1 Suspension is rubber skirt	* Subtract 100mm penetration from HEAT due to Foam Filling	All Figures Est.	Figures Estimated

LEOPARD: The initial production series uses the statistics under the designation LEOPARD. The second production series was named the LEOPARD IA2. The first series, upon being equipped to A2 standard, was redesignated LEOPARD IA1. The third series tests the new turret for the LEOPARD II and is designated LEOPARD IA3. The LEOPARD II has 15 models built in a pre-production series and as of 1975 is not in service.

SHERIDAN: SHERIDAN does not carry nuclear weapons. Its gun/launcher fires a 152mm HEAT round or the SHILLELAGH missile. The gun uses a reticle sight (telescope). The gun can fire several thousand meters but is not accurate over 1200 meters in direct fire and because of the limitations of ammunition (type and number) is not capable of indirect fire. The stabilization is used to stabilize the coax MG when firing on the move. The gun and missile launcher cannot be used when the vehicle is moving. The M2 .50 caliber heavy machine gun mounted on the turret is to be considered a main weapon on the SHERIDAN as it is used often because of its antiarmor, antipersonnel firepower and reliability. The fitting of a laser rangefinder by 1976 should increase the hit probability of the gun and perhaps push the range of the HEAT round up to 2000 meters. Ammo storage is 20 rounds HEAT, 10 missiles.

GALLERY OF GUNFIGHTERS

Part III — Ben Thompson

Bat Masterson once said, "Others missed at times, but Ben Thompson was as delicate and certain in action as a Swiss watch." Bat also stated that "It is very doubtful if in his time there was another man who equalled him with a pistol in a life and death struggle." That was mighty high praise coming from a man like Masterson. Bat was not only one of the West's most respected lawmen and a gunfighter of high repute himself, but he was also personally acquainted with such gunslingers as Wyatt Earp, Doc Holliday, Johnny Ringo, Luke Short, Bill Tilghman, Clay Allison, and Wild Bill Hickock.

Thompson's life was one wild adventure after another. Born in England on November 11, 1842, he came with his family to Austin, Texas, at the age of nine. Ben and his brother Billy (the family troublemaker who Ben had to constantly rescue from various scrapes) both became proficient with guns at an early age. Before Ben was eighteen, he was involved in two shootings and several Indian fights, killing at least one man.

When the Civil War started, Ben joined the Confederate Army. The action and adventure appealed to Ben, but the regimented life-style of army camps did not. Ben was usually in trouble for running gambling games, bootlegging whiskey and fighting with his superiors. After killing one of his officers, Ben hid until his enlistment expired and promptly re-enlisted. Before the war ended, Ben had killed at least two more men in gunfights.

After the war, Ben was jailed briefly, but escaped to Mexico where he joined the Emperor Maximilian's army. Ben fought well for this new army and became a captain or major (depending on what account is studied) before Maximilian's armies were defeated. During his course in Mexico he incidentally shot and killed a Mexican policeman who crossed him.

Returning to Texas, Ben opened several gambling establishments. His prosperity didn't last long, though, because he was sentenced to four years in prison for shooting his brother-in-law. Released in 1870 after serving two years, Ben drifted north. By 1871 he was in the rough-and-tumble cow town of Abilene, Kansas. There he opened a saloon with Phil Coe, but his good fortune ended when Coe was killed by Wild Bill Hickock. Thompson had no written contract with Coe, and consequently lost his interest in the saloon. In 1873 Ben and his brother, Billy, had a feud with the lawmen in Ellsworth, Kansas, which resulted in Billy's accidental killing of the Sheriff. Billy fled and Ben moved on.

When the trail drives ended each year, and the gambling became slow, Ben would return to Austin. But trouble followed him, and in December of 1876 he had a gunfight in which he killed two men. Mark Wilson owned a saloon/theatre in Austin which Ben frequented. Wilson had a row with a friend of Thompson's. Ben and his friend later attended a show at Wilson's place, and someone set off a string of firecrackers. Wilson accused Ben and his comrade, and threats were exchanged. Wilson got a shotgun and fired at Ben, missing. Ben returned the fire hitting Wilson four times. Meanwhile, Wilson's bartender fired at Thompson with a rifle and Ben shot him in the mouth as the bartender ducked behind the bar. Both Wilson and the bartender died. Ben was acquitted for the killings.

After other adventuring, including a short stay in Tombstone, Arizona, Ben ran for Austin City Marshall about a year before the gunfight at the OK Corral in 1879 and was defeated. In 1880, he ran again and won. Under Ben's leadership, the Austin police department brought about an amazing reduction in the city's crime rate. The new responsibilities did not change Ben, however. He still continued to gamble and shoot up the town when things got slow, but this was not enough to discourage the people, and he was re-elected in the next election.

Ben did not finish his second term. He became involved in a feud with a San Antonio variety house owner, Jack Harris, and killed him. In the long, drawn-out legal battle that ensued Ben resigned his job as Marshall though he was eventually acquitted. The feud did not end, however, as Harris' partners, Simms and Foster, still carried it on.

In 1884, Thompson met John King Fisher, another famous gunfighter, and they made the rounds of the Austin bars. They then went to San Antonio where Fisher suggested that they visit Foster, who was a friend of Fisher's. Ben agreed, and they went to the theatre. Simms and Foster had been warned of their coming and set up a trap. Thompson and Fisher were arguing with Simms and Foster when a fusillade erupted. When the smoke cleared, Ben had been hit by nine bullets and Fisher had been hit by thirteen. Foster and one of his friends, a man named Coy were also hit. Coy lived, but Foster's leg was amputated and he eventually died of complications. At the inquest, the doctors who performed the autopsy contended that the shots killing Thompson and Fisher had come from a curtained booth behind and above the men, but a jury decided that the shooting had been by Foster, Simms and Coy, and in self-defense.

Thus died Ben Thompson on 3/11/1884 at the age of 41. He was, in this author's opinion, one of four most dangerous gunfighters who ever lived. He had killed at least eight men and probably as many as sixteen (although some report up to thirty-two killings), only to die in an ambush.

The following are subjective ratings of Ben Thompson's abilities in terms of TSR's BOOT HILL rules.

Speed — 99

Gun Accuracy — 98

Throwing Accuracy — 78

Bravery — 98

Strength — 80

Experience — 15

Gambler Rating — 15

GEN CON IX PREVIEW

Running conventions is similar to staging parades or pageants; no sooner is one past than you have to start planning the next one. Last year's GenCon was such a success (see related article this issue) that we will be hard put to top it this year. But that doesn't mean we don't aim to try! When you are the biggest and the most senior, all you can do is either get bigger and better, or relinquish the sobriquet 'premier'. Well, rest assured that we have no intentions of taking a back seat to anyone. The next GenCon will be held on Aug. 20, 21 and 22 (Fri., Sat. and Sunday), 1976. Location will be the same, in the Horticultural Hall in Lake Geneva. After all, why change a winner?

Something new has been added, though. GenCon IX will have three seminars: the first a question and answer period designed for D&D Dungeon-

masters, but applicable and interesting to all D&D freaks. The featured speakers will be Rob Kuntz, Dave Arneson and Gary Gygax. More information on this will be forthcoming in SR 6(Vol. II, No. 1).

The second seminar is on Swords and Sorcery by one of the most eminently qualified writers in the field: Fritz Leiber! Just ruminate on those possibilities for a while.

The EPT fans have not been forgotten. We are planning an EPT seminar to be held by Professor Barker, so save your questions for GenCon, and get the answers straight from the source.

GenCon IX will feature more tournaments, particularly in the areas that were overfilled last year. That means more fantasy, among others.

This year we are going to try to compile lists of preferred places to stay and eat, with rates and reservation numbers where applicable.

Contrary to other noise you may hear, GenCon is the #1 convention, as well as being the oldest. We have no intention of letting those facts change. Plan on being here in August; you won't be sorry.

WHAT IS THE NATIONAL WARGAME CONVENTION?

We attended Origins I in Baltimore last summer, and it was indeed a fine convention. Certainly it had a few flaws, but all conventions do — even those which have been in existence for years — and for a first-time event it seemed nearly perfect. In fact, the only major complaint we heard voiced was about the big delay in entry for pre-registrants. So Origins I was a good convention, but now there are some very misleading claims being made for it by Avalon Hill, and we think it is time to set things straight.

Now AH intimates that Origins was the sole "national" convention. Origins, according to AH, was "THE" convention. Somehow one is also led to believe that the event was also the largest. Interesting contentions, but they are just not true! Here are some facts regarding GenCon:

When the first GenCon was held — a one day affair in 1968 — there were only about 100 gamers there, but they came from both the East and West Coasts and not just the Midwest. The same has been true of all succeeding GenCons, and the percentage of persons from 500 or more miles distance has risen considerably. GenCon VIII was attended by gamers from some 30 states and Canada, including Colorado, California, New York, Florida, and Texas, about 25% of the fellows traveling over 500 miles to attend. So much for the question of whether or not GenCon was ever anything other than a true national-type convention for wargamers from all regions of the North American Continent (and we would happily host gamers from anywhere in the world for that matter!).

Strangely enough, Avalon Hill describes GenCon in one of its advertising flyers as: "the Premier American wargame convention", as well as stating that it is "the nation's wargame convention". This is certainly high praise and a strong statement of the position the event holds in the hobby. With credentials of that nature, how can there be any question as to which convention is "THE" event? Putting aside the relevancy of such a question, it seems clear that GenCon still retains the crown, and claims to the contrary must be suspect as publicity grabbers rather than factual statements.

Origins I was attended by approximately 1,500 persons according to Avalon Hill. This is a VERY respectable figure, especially for a first-time convention and even considering the tremendous publicity campaign which was run to boost attendance. Only one other wargame convention drew as many wargamers, GenCon VIII. Wargamers certainly supported GenCon, for attendance was a whopping 1,800, and in the microcosm of "name" gamers there were as many "big names" at GenCon as there were at Origins.

Before anyone jumps to the wrong conclusions, this is in no way an attack upon Origins or AH. We are proud of GenCon, justifiably so, and it is merely a matter of putting on record the actual case. We support Origins, and when the second convention is held we will be in Baltimore ready to play! Yet we will allow no other event to steal GenCon's glory. Perhaps next year some other convention **will** exceed it in attendance, but we intend to do our best to make certain that GenCon remains the premier event, the convention most fun to be at, the one with the greatest diversity of games and tourneys. From such competition all conventioneers are certain to benefit. See you at GenCon IX!

CREATURE FEATURES

Rakshasa:
(f. Rakshasi)

Number Appearing	1-4
Armor Class	-4
Move	12"
Hit Dice	7
% in Lair	20%
Treasure Type	F
2 claws 1-3 pts. each, bite for 2-5 pts.	
Highly Intelligent	
Only Magical Weapons can Harm	
Alignment =	C

Known first in India, these evil spirits encased in flesh are spreading. They are fond of a diet of human meat, and as masters of illusion they can easily gain this end. Rakshasas are able to employ ESP and then create the illusion of what those who have encountered then deem friendly, and they then withhold attack until their prey can be taken off-guard. Although capable of using weapons, they prefer to attack with their claws and teeth. Rakshasas are also capable of using both Magic-User's spells (up to 3rd level) and Cleric's spells (1st level). It is not affected by spells under the 8th level. Rakshasas cannot be harmed by non-magical weapons, magical weapons below +3 do but one-half damage, but hits by crossbow bolts blessed by a Cleric kill them. If more than 1 Rakshasa is encountered in its lair the group will be a male and 1 or more females.

The Slithering Tracker

Number Appearing	1
Armor Class	5*
Move	12"
Hit Dice	5
% in Lair	15%
Treasure Type	C
Touch = save vs. Paralization	
Intelligent	
Alignment =	N

* treat as Armor Class 1 unless opponent able to detect invisible objects **readily.**

This monster is transparent and almost impossible to discover (5% chance of spotting). It inhabits dungeons and other dark places, and does not normally attack its prey immediately (10% chance of immediate attack). The Tracker usually follows the chosen victim to the place where the victim sleeps. and only when its prey is asleep will the Tracker strike. Because of its semi-fluid body, the Tracker can flow through openings as small as a rat hole or a large crack under a door. Attack is by contact with the exposed flesh of its prey, and the secretions of the Tracker will paralize the victim unless a save vs. Paralization is made. Once paralized, the Tracker will draw all the plasma from the body of its prey in 6 turns.

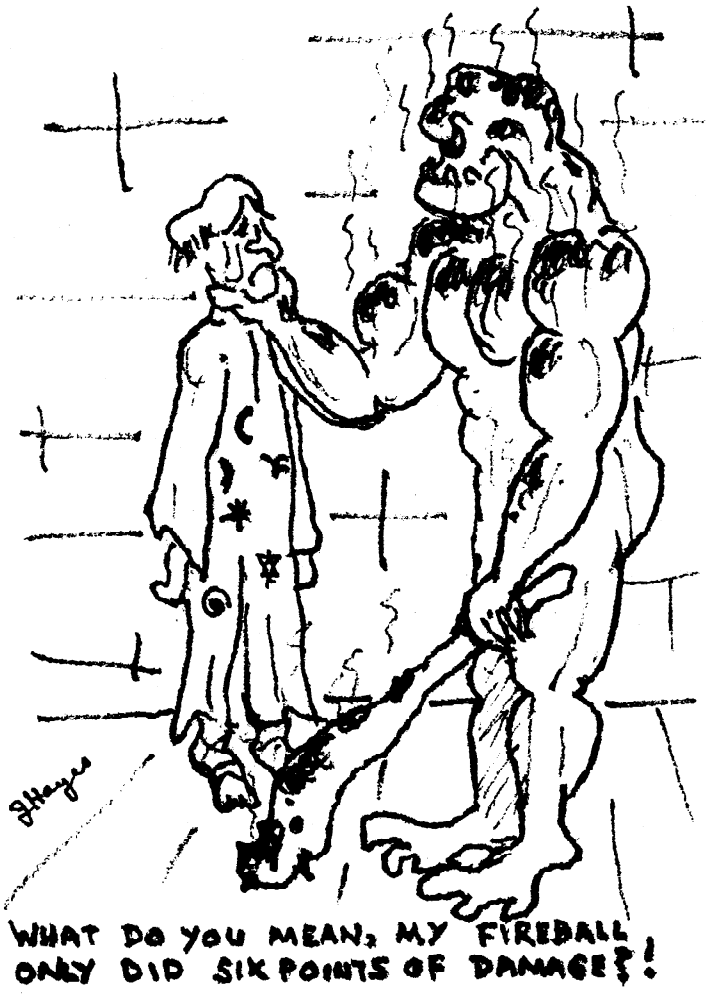
The Trapper

Number Appearing	1
Armor Class	3
Move	3"
Hit Dice	12
% in Lair	70%
Treasure Type	G
Crushes for 4+AC of victim/turn	
Regenerates at 1 pt./turn	
Intelligent	
Alignment =	N

Trappers are amorphous in form, so they are able to shape themselves to the form of the floors of the places they choose to await prey. A typical Trapper is able to cover an area of up to 400 square feet, and giant specimens can cover as much as 600 square feet. The trapper also has the advantage of being able to alter its coloration to blend with the color of the floor or ground upon which it rests. Being of a consistency almost as hard of stone, Trappers are nearly impossible to detect (95%) by any normal means. Usually a trapper will wait until its prey is near its center (where it often creates a protuberance which resembles a chest or box) and then suddenly closes itself upon the unsuspecting victims. The Trapper then crushes them doing a base damage of 4 plus the armor class of the victim per turn of crushing. Those entrapped are unable to use weapons, for the great musculature of the Trapper prevents it. It must be killed or faced with certain death to make it free its prey. Its treasure is kept beneath it. Trappers are resistant to fire and cold (half or no damage).

On May 24, 0600, 1941, a black monster loomed out of the fog. It was Bismarck, the biggest battleship in the world. In just 2 minutes, the massive mighty Battle Cruiser Hood was destroyed with one broadside! Another battleship and a heavy cruiser were damaged. Could anything STOP her now? Taurus Ltd., proudly presents: "The Raiders of the North," a conflict simulation game using all the ships, the Tirpitz, Graf Spee, Scharnhorst, Commerce Raiders and U-Boats in this accurate, historical portrayal of the naval conflict of WW II. Every unit is there with exact strength and data, except YOU are in command! Could you change history? An authoritative battle manual, attractive play components and giant dual-board of the Atlantic Theatre, are supplied. A companion game to the "Battle of the Atlantic," Wolf pack vs. Convoy, the only area where WW II could have been won in one campaign. Each is available at $9.95 (or both at $17.95) postpaid. Our color catalog of Oriental Chess games and military simulations from Waterloo to the Desert Fox, D-Day, Civil War, Naval and Air conflicts, all with exact terrain, units, and authentic details, is available for $2.00, including over 300 adult games from other companies.

Taurus Ltd.
Research and Design Specialists
P.O. Box 8551
Chicago, Illinois 60680
DEPT. X9



STRATEGIST'S CLUB

Well, it's that time of year when we ask you to cast your votes for our Second Annual SC Awards. This year's categories are the same as last year, with the exception of one that was dropped. We found it impossible to award a prize for 'Favorite S&S Novel', because we received no clear indications; we had nearly as many nominees as we had voters. The categories are:

BEST NEW GAME OF 1975
OUTSTANDING DESIGNER
OUTSTANDING WRITER
OUTSTANDING WARGAME PUBLICATION
BEST MINIATURE FIGURE RELEASE (SERIES)

As with last year's ballots, we'll throw them all into a hat and pick some lucky stiff for a $20 Gift Certificate, so let's hear from all you SC members right away. May any slackers be polymorphed into snails in the midst of a cattle stampede!

Don't forget as an SC member you may deduct an additional 25 cents from discount coupons (helps to offset the $1.00/year dues!). Join now if you don't belong — and don't forget to send the $1.00 dues with your resubscriptions if you already are a member.

THE DUNGEON

The Dungeon will be open in mid January . . . Williams & Marshal Sts. — Lake Geneva Adventurers welcome!!

COMING IN SR #6 (Vol. II, No. 1)

AN ESSAY ON THE RELATIONSHIPS OF LAW/CHAOS, AND GOOD/EVIL
by Gary Gygax

DUNGEON! VARIANT
(2 NEW CHARACTERS!)

'In Search of the Missing Tome' — S & S Adventure
by Rob Kuntz

A BRAND NEW CHARACTER CLASS — The Bard
— by Doug Schwegman

--- Discount Coupon ---

$12.00 for both Tractics & Panzer Warfare

and/or

$1.00 off on D.G.U.T.S.

Subscriber's Name _____

____ ✓ here if Strategists Club member.

Offer Expires 3-1-76

AVAILABLE FROM TSR Hobbies, Inc.

DUNGEONS & DRAGONS — Swords & Sorcery Wargaming with Paper and Pencil and Miniatures. 3 booklets, boxed $10.00

GREYHAWK — Supplement I to DUNGEONS & DRAGONS **$** 5.00

BLACKMOOR — Supplement II to DUNGEONS & DRAGONS $ 5.00

DUNGEON! — The Game of fantastic Dungeon Adventuring for 1-12 Players, boxed $12.50

CHAINMAIL — Rules for Medieval Miniatures; Fantasy Section $ 5.00

EMPIRE OF THE PETAL THRONE — Fantasy Adventure on the World of Tekumel, 3 Full-Color maps, boxed $25.00

WAR OF WIZARDS — The Game of Dueling Between Two Mighty Wizards; Rules, Die-cut Counters, Board $ 7.50

STAR PROBE — The Game of Adventure, Exploration, and Conflict in Space $ 6.00

SPECIAL OFFERS (LIMITED QUANTITIES ONLY)

WAR OF WIZARDS (original version produced by the author) — Complete game, with two-color playing board; die-cut counters and rule booklet, about 6 left!.. . . . . $4.50

PAPER MAPS FOR WAR OF WIZARDS — Original maps are only 5 cents each; if ordered alone or with other specials you must include 50 cents postage and handling.

PAPER MAPS -FOR STAR PROBE — Small quantity of paper maps run for testing the game, any number for 20 cents each, but as with the maps for ***WAR OF WIZARDS*** a 50 cents postage and handling fee must be added if you order them alone or with other specials.

D & ***D Holiday Spec*** — See Mapping the Dungeons $2 or $4

TRACTICS — Rules for WWII. Miniatures, 3 booklets plus charts, boxed $10.00

PANZER WARFARE — Rules for WWII Mass-Armor Battles in Micro-Miniature Scales $ 4.00

BOOT HILL — Rules for Man-to-Man Action of the "Wild West" $ 5.00

TRICOLOR — The Napoleonic Wargame in Miniature $ 5.00

CAVALIERS AND ROUNDHEADS — English Civil War Miniatures Rules $ 3.00

DON'T GIVE UP THE SHIP — Miniatures Rules for the 'Great Age of Sail, for single-ship actions and large battles $ 5.00

CLASSIC WARFARE — Rules for the Ancient Period, from the Pharaohs to the Byzantine Empire Mar. 1

WATCH FOR MORE TITLES SOON TO BE RELEASED.

Multi-sided Dice Sets — Each Set contains one 20-, 12-, 8-, 6-, and 4-sided die $ 3.00

Percentile Dice Sets — Two 20-sided dice $ 2.00

Complete Catalog — Games, Rules, Miniatures, Accessories $ 2.00*
*Refundable with first order of $10.00 or more of miniatures

POSTERS — Declaration of War by Yan Kor upon Tsolyanu from EMPIRE OF THE PETAL THRONE $ 2.50

LARGE HEX SHEETS — Heavy paper, printed both sides, one with grain going 36", the other 21", overall size approximately 36" X 23"
3 for $ 2.00
10 for $ 6.00

SMALL HEX SHEETS — But a whole 22" X 28" map can be put on one sheet for the hexes are small too! Perfect for Dungeon levels or Wilderness. 8-1/2" X 11" pads of 100. Per Pad $ 2.00*
*Add 50¢ postage for 1 or more pads

ANCIENT CONQUEST (Warfare in Biblical Lands) $11.95

Professional FOOTBALL $11.00

Major League BASEBALL $12.00

NBA BASKETBALL $ 9.00

Auto RACING GAME (Indy 500 Cars & Drivers) $ 9.00

THOROUGHBREAD Racing (With Stats on Actual Horses) $ 7.00

ALIEN SPACE (Tactical Starship Combat) $ 4.50

BATTLE OF BRITAIN (WWII Aerial Warfare) $ 9.50

FLYING TIGERS (WWII Air Combat in China) $ 5.50

HARDTRACK (American Civel War Miniatures Rules) $ 2.50

IRONCLAD (ACW Naval Miniatures Rules $ 2.00

GROSTAKTIK (17th Century Miniatures Rules) $ 3.00

QUEBEC, 1759 (The British vs. French for Canada) $12.00

1812 (The War of 1812) $12.00

NAPOLEON $12.00

SIEGE OF MINAS TIRITH(From the Ring Trilogy) $ 5.50

BATTLE OF HELM'S DEEP (Also from the Ring Trilogy) $ 3.00

SIEGE (Siege warfare 50 A.D. to 1400 A.D.) $ 5.50

BATTLE OF THE FIVE ARMIES (From the HOBBIT) $ 4.50

SEND NOW TO —
TSR HOBBIES, INC
POB 756
LAKE GENEVA, WI 53147
Phone 414/248-3625

TSR pays all postage. Wisconsin residents must add 4% sales tax. No C.O.D.

THE STRATEGIC REVIEW
POB 756
LAKE GENEVA, WIS. 53147
Return Postage Guaranteed

THIS ISSUE IS: